RSPU Geometric Method

A = revolute R B = spherical S C = prismatic P, universal U

**z**

**y**

**x**

**a**

**b**

**d**

**c**

**C**

**A**

**B**

**O**

****

a = OA = ground (20.43 cm)

b = AB = input crank (4.00 cm)

in y-z plane

c = OC = ground (19.97 cm)

d = BC = variable

 = crank angle in y-z plane

**Position solution** - 











**Velocity solution** - 







**Acceleration solution** - 







**Jerk solution** - 









**Snap solution** - 







